14. (AMENDED ONCE) A method of compressing an image having at least three textures and at least two regions, comprising:

assigning a code for each of said textures in said image;

generating pointers, each of said pointers associating one of said regions with one of said textures, each of said pointers comprising a location and a code; and

generating a map, the map comprising a bitmap representing boundary pixels of a first one of said textures separating said regions in said image, by converting each pixel in said image not of said first one of said textures to a second one of said textures.

15. (AMENDED ONCE) A computer stored data structure comprising:

a map representing boundaries separating regions in an image, the map comprising a bitmap, said boundaries comprising pixels; and

pointers, each associating a region with a texture.

22. (AMENDED ONCE) A method of decompressing an image having at least three textures, comprising:

providing a map representing boundaries separating regions, the map comprising a bitmap, said boundaries comprising pixels;

referencing a pointer to determine one of said textures associated with one of said regions; and

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filling said one of said regions in said map with said determined one of said textures.

31. (AMENDED ONCE) A method of displaying an image having at least three textures, comprising:

providing a map representing boundaries separating regions, the map comprising a bitmap, said boundaries comprising pixels;

referencing a pointer to determine one of said textures associated with one of said regions;

filling said one of said regions in said map with said determined one of said textures; and

overlaying said image on a background.

32. (AMENDED ONCE) The method of claim 31 wherein said steps of providing, referencing, [extracting,] filling, and overlaying are repeated for a succession of images to create the illusion of motion.

33. (AMENDED ONCE) A method of displaying an image having at least three textures, comprising:

generating a map representing boundaries separating regions in said image, the map comprising a bitmap, said boundaries comprising pixels;

generating pointers, each of said pointers associating one of said regions with one of said textures;

referencing said pointers to determine said one of said textures associated with said one of said regions;

filling said one of said regions in said map with said determined one of said textures; and

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